
Title: The Art of Summoning

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During my time spent in the Underdark I was being trained to become a master of summoning. The basic usage of this skill is within the grasp of any high level mage. An elemental or a daemon, or even a chaotic whirlwind of mana. However, the drow learned long ago that trying to simply channel the minds and bodies of worldly creatures was, ultimately, a fruitless method of control. Our research was thus turned to the summoning of monsters and creatures that could serve more insidious purposes. In this way the Drow have learned to control the demons that dwell within the ethereal mana realm to do our bidding. We have far from perfected the technique, and the summoning of these demons has proven somewhat... disastrous from time to time. Nevertheless, the ability to bring these demons to the mortal realm proved useful for both personal power and control.

The other facet of summoning was to bring a deceased soul back from the ether. The soul never stuck, but the body could move and think again as it once had. This method was abandoned as a fashion of "ressurrection"

as the ressurectee
became incredibly unstable
and violent. Good as
shock troopers perhaps,
but the Drow down below
had no use for that.
They tried to rework the
technique as it made the
resurectee immune to pain
(not immune to harm
though), again useful for
troops. But it was found
that if they inherited one
traits of a re-born soul
they inherited them all.

I finished all the study
of these methods, but
was thrown from the
Underdark before I could
practice them. While I
have the knowledge, I
have yet had enough time
to test the methods, so
I am not sure of their
true capability. In time
though, I will perfect the
methods in time. And
expand them if
neccessary.

Blood Ritual (Insanity Ressurrection)

Reagents:

- Bone of the fallen
resurectee (rest of the
body may be present)
- Five vials of demon
blood.
- One pentagram or other
summoning point of
power.
- Two mages of at least
grandmaster capacity.
- One weapon of power
pre-enchanted with control
runes.

Pre-Ressurrection:

- 1) Take the weapon of
power to any circle of
summoning/power.
- 2) Using the standard
spells of bless (for
ressurrection by a
lightbringer) or curse (for
Nightwalkers) and attach
standard control

runes over the weapon.

Procedure:

- 1) Place the body or bones of the resurrectee in the center of the circle of summoning.
- 2) Place the five vials of blood around the circle of summoning.
- 3) Position the two magecasters opposite of each other. And move all others at least 4 paces from the casters.
- 4) Form a magical field between the two spellcasters (blessing each other or simple casting a low level spell such as magic arrow will do it).
- 5) Begin the incantations. (see pages after instructions. They are in ilythiirra, but they work in any language)
- 6) Dump out the five vials of demons blood upon the circle of summoning. It will move to the bone/body on its own. The vials can be then thrown away.
- 7) Make the final incantations.
- 8) When the spirit of the fallen is present, cast the spell of bodily resurrection (an eighth standard spell).
- 9) Stand away from the resurrectee. Do not cast any spells of healing or use any items of healing.
- 10) Allow the resurrectee some time to sort themselves out.

Note:

Depending on the personality the reborn may become anything from brooding to highly aggressive to downright insane.

First Incantation:

L' vlos d'lil elghinyrr
z'hren xuileb vrine'winith
ulu l' qu'mados d'lil
tupora.

Dal l' qu'mados ku'lamen
dro 'sohna.

Drill er'griff a natha
errdegahren vlos shlu'ta
natha elghinyrr.

Ori'gato nindol ves vlos
tlu lil or'shanse lil
elghinyrr lac.

Second Incantation:

Xuil vlos n'belaern kostith
olt yaith lu' yorn d'
quortek morfel gordo
'sphna, sila fatus lil
athiyk d'lil uss vel'uss
uriu alus.

A lil mir d' natha
errdegahr ori'gato khel lu'
athiyk tlu morfel uss
'sohna.

End